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MrRobot



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MrRobot

Mr Robot and his Robot Factory – Two Great Games in One!

Guide Mr Robot through 22 fiendish courses with incredible features and amazing antics, then create your own screen game design with the easy-to-use Robot Factory and try it out on your friends. ... Up the escalator, over the treadmill, jump to the energiser token and destroy the Alienfire, ignite the bomb and into the transporter. ...

It's the game you play and design yourself!

*Hi-Res animation *The Robot Factory – Create your own game.

FIRST: The Robo-Test

Mr Robot robots are the best droids this side of Betelgeuse. The best because they have survived the Robo-test. Now it's your turn to guide your own robot through all 22 courses. Guide him around the obstacles, make use of the transporter aids, avoid the alienfires and collect those power pills!

Then the Robot Factory

You can create your own Mr Robot game using our "Factory". It's a unique construction kit with which you can design your own Mr Robot screens to play. Impress yourself and your friends with your games' designing skill.

Loading Instructions (Cassette)

Press **SHIFT** and **RUN** and then **PLAY** on your cassette recorder. Then follow the screen instructions.

Loading Instructions (Diskette)

Type Load "*", 8, 1. When Mr. Robot appears on screen remove the game disc. Now insert a formatted disc if you wish to use the Robot factory.

Objective

You must guide your robot through each level of the Robo-test – no easy task. Make sure the robot collects all the power pills on a screen for without them he won't be able to continue. And watch out for alienfire – it zaps robots!

Playing Mr Robot

Levels of play

Mr Robot's Robo-test ranges from level 1 (simple) to level 22 (fiendish). You can choose to take the screens in sequence or use key **F3** to select your favourite levels.

Scoring

Action in Mr Robot's Robo-test equals points:

Power pills	10 points
Bombs	50 points
Energizers	100 points
Bonus Robot Tokens	100 points
Killing alienfire	500 points
Killing alienfire with bombs	1000-5000 points
Magnets	100 points
Units of energy remaining at the end of a level	100 points per unit

Alienfire

Alienfire zaps robots! To evade it jump or guide your robot over an energizer pod. The pod generates a temporary force shield which enables your robot to kill the alienfire.

Obstacles and Aids

Mr Robot's Robo-test features many obstacles around which you must guide your robot. You will also encounter different modes of transport which can help or hinder your robot's progress:

Greasy Pole

Slide down them

Escalators

Go up

Ladders

Climb up or down

Magnets

Help you jump further – but watch out!

Transporter Tokens

Let you move through time and space – but sometimes there's a catch!

Power Pill Grid

Collect those pills

Treadmills

Take you left or right

Trampolines

Enable your Robot to jump higher but watch your timing

Alienfire

They hate robots

Sound Toggle Token

Jump for it and you will have a silent game!

Bonus Robot Token

Gives an added life to your robot

Energizer Tokens

Lets your robot kill alienfire

Bomb

Useful but deadly

Robot Strength

Your robot will begin the Robo-test with five lives, one is lost each time he makes a mistake. During the Robo-test you will see Bonus Robot Tokens which will give your robot additional lives.

Controlling Your Robot

Make sure that your joystick is inserted in Control Port 1. KEYS: **F1** = Start play

F3 = Choose level of play

F5 = Robot Factory

F7 = Freeze action
(lets you catch your breath)
Press any key to restart

Restore = Returns you to demo mode

Fire Button = Jump

Mr Robot's Factory

You too can create your own Robo-test using the Robot Factory. Simply press key **F5** and you will see before you the means to design your own challenging games.

How To Use The Robot Factory

When you enter the Robot Factory you will see a small white box in the upper left-hand corner of the screen. This is your cursor which is controlled with the joystick.

At the bottom of your screen you will see the various components which make up the Robo-test. **R** stands for your Robot. **A** stands for the alienfires. Move the cursor over the object you want to use and press the fire-button. Now move the cursor up onto the screen. Press the fire button once to deposit one section of the object on screen. Press the fire-button and move the joystick to 'paint' the object on screen.

When you have created what appears to be a challenging screen use the test command to see whether it's playable. Remember the robot must be able to pick up all the power pills before he can proceed to the next screen. Press **F3** to return to the factory.

Robot Factory Command Instructions (Cassette)

Clear - Scraps your design

Test - To test your designs' playability

Robot Factory Command Instructions (Diskette)

Disc - Saves or loads your design

Clear - Scraps your design

Play - Presents your design

Test - To test a designs playability

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ALL the above games retail at **£8.95** on cassette and **£11.95** on disc for the Commodore 64. And all are available through our mail order operation at: Competition House, Farndon Road, Market Harborough, Leicester LE16 9NR. Or phone the Beyond Hotline 0858 34567 to order by Access or Visa card.

If you have any problems with loading this game, please return it to the above address.

For general enquiries or competition entries, write to: Beyond, Durrant House, Herbal Hill, London EC1R 5EJ.



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